SPIKER
SUPER PRO VOLLEYBALL

PSYCHO STORMTROOPER

COURT ZONE

CLEAR
CHANGE PLAYER

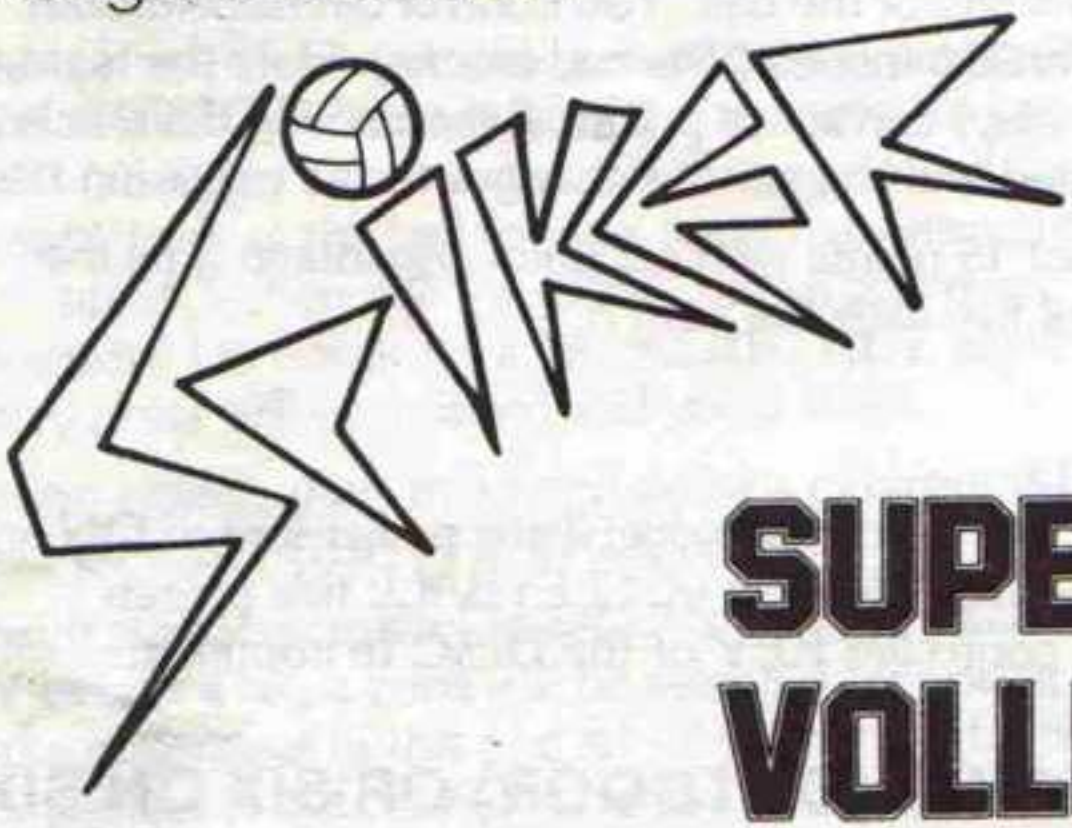
0
QUICK HIT

ENTER
CHANGE PLAYER

MOVE PLAYER

9102-SP

INTELLIVISION™
Intelligent Television



SUPER PRO VOLLEYBALL

INSTRUCTIONS

For One or Two Players

THIS GAME DOES NOT USE HAND-CONTROLLER OVERLAYS

No. 9102

OBJECT OF THE GAME

To hit the ball over the net in such a manner that the opposing team is unable to return it within 3 hits of the ball. You control *offensive moves* (*sets* and *spikes*) and *defensive moves* (*digs* and *blocks*). Only the team that *serves* (puts the ball into play) can score points. If the serving team fails to score, a *side out* is awarded and the service changes to the opposing team.

First team to score at least 15 points with a 2 point advantage wins the game. Three games out of five wins the match.

TO BEGIN

Turn power switch **OFF** and insert cartridge. Turn power switch **ON** and press **RESET**. SPIKER — SUPER PRO VOLLEYBALL title screen appears. Press any hand controller **KEY** or the **DISC** to continue.

SELECT TWO ON TWO (OUTDOOR) OR SIX ON SIX (INDOOR)

Using either hand controller, press **1** to play TWO ON TWO (outdoor) or press **2** to play SIX ON SIX (indoor). Outdoor Volleyball is generally harder, but it is also more fun as you get better. Both games follow the same rules. Press **ENTER** after making your selection.

SELECT GAME OPTIONS: ONE OR TWO PLAYERS

You can play SPIKER — SUPER PRO VOLLEYBALL against the computer, against a friend, or you and a friend can *team up* against the computer (outdoor volleyball only). You can use the left hand controller (the red team) or the right (the blue team). Or you can let the computer control *both* teams, giving you a demonstration of game play (very instructional for beginners).

A menu of your options appears on screen, showing various combinations of HUMAN and COMPUTER teams. What side of the screen a team appears on indicates which hand controller will control the team. For example, selecting HUMAN VS. COMPUTER means you will play a computer controlled team, and you will use the LEFT hand controller. Select COMPUTER VS. HUMAN and you will use the RIGHT hand controller. The other hand controller is the computer's controller, used only in selecting its skill level.

For TWO ON TWO, extra options appear on screen: 2 HUMANS VS. COMPUTER and COMPUTER VS. 2 HUMANS. These options allow two players to team up against the computer team. All the rules below apply, except that you always control the same onscreen player.

After making your selection by pressing the appropriate **NUMERIC KEY**, press **ENTER**.

SELECT SKILL LEVELS: LOW TO HIGH

Select a skill level for each team by pressing **1** (low) to **6** (high) on that team's hand controller. To play against an easy computer-controlled team, select a low number for the computer (using its hand controller) and a higher number for yourself. When two friends compete, assign the better player the lower number, handicapping him or her with the worse team. Press **ENTER** after each controller after selecting the levels.

THE GAME BEGINS: SIDES AND FIRST SERVE

Once skill levels have been entered, the game begins. For the first game, the red team is on the left of the screen, the blue team is on the right. Teams switch sides after each game. The team on the left serves first each game.

THE SCREEN: SCORE DISPLAY

The team scores appear in the upper left and right corners of the screen in the teams' colors. The points scored in the current game appear over the number of games won in the match so far.

ZONES: HOW TO AIM THE BALL

You control serving, offensive moves, and defensive moves. You can aim your shots to various zones on each side of the net, as mapped here:

NET

1	2	3	1	2	3
4	5	6	4	5	6
7	8	9	7	8	9

The zones match up to the numeric keys on the hand controller.

SERVICE

The ball automatically goes to the server on the side with possession of the ball. Use the **DISC** to move back and forth along the back line. Serving requires two presses of numeric keys, and both timing and strategy are required.

When you press the keys determines the accuracy of the serve: the first press tosses the ball up, the second press hits it. Time the second press carefully — too early or too late could cause you to hit the ball into the net, out of bounds, or miss it entirely.

Which keys you press determine the speed and direction of the serve: the first number you press selects the speed, the second number selects a zone on your opponent's side. Use logic — a fast serve to a zone close to the net won't go over! And remember that the serve will only be accurate if your timing is correct!

SELECTING A PLAYER

You only have control of one of your team's players at a time, indicated by the *orange* player for the Reds, the *light blue* player for the Blues.

Whenever the ball is in the air, your player closest to where the ball will land is automatically selected as the one you control.

You can manually select a different player to control by pressing **CLEAR** and **ENTER** to cycle through your other team members. Whichever team members you do *not* control will play to the best of their abilities, based on the skill level you selected for them.

When playing in cooperative mode, you always control the same player.

MOVING A PLAYER

Press the edge of the **DISC** to make your controlled player to run in the direction pressed.

PASSING THE BALL

When the ball comes onto your side of the net, you may *pass* (hit) it to a teammate. You may only pass the ball twice before hitting it back over the net.

If you control the player closest to the ball (the usual case), move to meet the ball as it comes down. If you get there in time, you will automatically hit the ball. If you *don't* control the player, then he'll automatically attempt to hit it (the higher the team's skill level, the more likely he is to succeed).

If you control the player, you can pass to a particular teammate by pressing the **NUMERIC KEY** matching the teammate's zone BEFORE THE BALL IS HIT. You may select the zone, then run to hit the ball, or vice versa. For example, to pass the ball to your teammate standing in the center of your court, press 5, then use the **DISC** to run and meet the ball.

Important: Do not press a **NUMERIC KEY** while pressing the **DISC** or the key press will be ignored and you'll stop!

You can change your mind and press a different **NUMERIC KEY** as long as you do it BEFORE THE BALL IS HIT.

Note: It is not necessary to select a zone. If you do not press a **NUMERIC KEY** before a hit, a zone will be selected for you at random. You may wish to take advantage of this and let *all* your shots be selected for you until you learn the feel of the controls. As you get better, you will want to aim all your shots, except when there isn't time, as with a *dig* (wild, unaimed hit just intended to keep the ball in play, usually in response to other team's unblocked spike).

HITTING OVER THE NET

Since the third hit must go over the net, the player making that hit will automatically aim for a zone on the other side. If you control the player, you can determine which zone you'll aim for by pressing the matching **NUMERIC KEY** before the ball is hit. If you do not press a numeric key, a random zone will be selected.

Instead of passing, you can hit the ball over the net on the first or second hit by pressing **0** (zero), then the **NUMERIC KEY** of the target zone BEFORE THE BALL IS HIT. For example, the ball is coming over the net. To immediately return it toward the center of the opposing court, press **0**, then **5**, then use the **DISC** to run and meet the ball.

Again, it is not necessary to select a target zone. If you do not press a **NUMERIC KEY**, key, a zone will be selected for you at random.

DIVING

When you're too far from the ball to reach it in time by running (pressing the **DISC**), you can *dive* for it: WHILE PRESSING THE DISC, press either **LOWER SIDE KEY**. You'll dive in the direction you're running. Diving will cause you to move twice as fast, but you'll have no control over the zone you hit the ball to — if you hit it!

SPIKE

Your primary offensive move is the *spike*. On the second hit, the ball is passed (*set*) to you near the net. Press either **TOP SIDE KEY** to jump and hit the ball full force down over the net. It will take practice to learn the timing needed to jump high enough to make the spike effective. As with normal hitting over the net, you can press a **NUMERIC KEY** to aim the ball before spiking.

Warning: Since the spike travels in a straight line, spikes aimed toward the three closest opposing zones are most likely to ram right into the net. Aim for the middle or back of the opposing court until you have mastered the spike. But a successful spike to the near zones *is* almost unstoppable!

You can spike on the first or second hit by pressing **0**, then a zone to aim to. You can also use this move to fake out your opponent: on the first or second hit you can jump without spiking -just aim to a zone on your side of the net (don't press **0** first). With proper timing, you can jump and at the last instant decide if you'll spike it over or pass to a teammate.

SUPER SPIKE

To double the speed of your spikes, run toward the ball (press the **DISC**) and then press either **TOP SIDE KEY** while still pressing the **DISC**. You'll take a running jump at the ball, smashing it down over the net at high speed — *if* you hit it.

Warning: If you're running toward the net, you'll likely run *into* it, causing a violation and awarding the other team the serve or point. Instead, run *alongside* the net before jumping.

BLOCKING

Your primary defensive move is the *block*, used against the spike. It requires anticipating which opposing team member is about to spike. Position yourself next to the net in front of the spiker. Press either **TOP SIDE KEY** to jump. Time it right and you'll deflect the spike right back over the net.

If your timing is slightly off, you may just tip the ball as it comes over onto your side of the net. In this event, THE BLOCK DOES NOT COUNT AS ONE OF THE THREE CONTACTS YOU ARE ALLOWED.

VIOLATIONS

You'll hear the referee's whistle for the following violations:

* Player touches the net
* Player goes under the net while diving
* Ball hits the ground
* Serve touches the net as it goes over

The serve or the point goes to the other team.

HAND CONTROLLER SUMMARY

KEYS 1 THROUGH 9	Select zone to aim for
CLEAR & ENTER	Select different team member
0	Hit ball over net early (first or second hit)
UPPER SIDE KEYS	Jump (for spikes or blocks)
LOWER SIDE KEYS	Dive in direction running
DISC	Run in direction pressed

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